

USE OF MASSIVELY MULTI-PLAYER ONLINE GAMES FOR COMPUTATIONALLY HARD PROBLEMS

ABSTRACT

5 Systems and method of modeling computationally complex problems are provided. A first set of physical entities is mapped to a first set of entities in a massively multiplayer online game (MMOG). A second set of physical entities is mapped to a second set of entities in the massively multiplayer online game. Each player in the massively multiplayer online game manipulates members of the second set of entities to interact with the first set of entities in accordance with a quest
10 defined in the massively multiplayer online game. A subset of members of the second set of physical entities corresponding to members of the second set of entities in the massively multiplayer online game having an outcome exceeding a preselected outcome is selected.

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